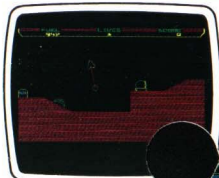


"'THRUST' is immensely playable . . . there is no excuse to miss this slice of arcade action. Overall rating 94%."
Gary Liddon, ZZAP! 64 Magazine, May 1986.



Screen pictures shown
may be different machine
versions of game.



A brilliantly gripping arcade game requiring precision dexterity, and a cool, calculating mind. Can you beat it?

Dieses fesselnde Spiel für Spielhallen erfordert Präzision und Geschicklichkeit sowie einen kühlen, berechnenden Kopf. Können Sie es besiegen?

Un gioco di galleria brillantemente avvincente che richiede precisione, destrezza e una mente lucida e astuta. Ce la farai a vincere?

Un juego de arcade inmensamente emocionante que requiere una destreza exacta, y una mente fría y calculadora. ¿Puedes conquistarlo?

Un jeu incroyablement captivant, exigeant précision et dextérité et un esprit clair et calculateur. Vous relevez le défi?

Dit fascinerende arcade spel vereist precisie, behendigheid en een berekenend koel verstand. Kan u het winnen?

Et glimrende og fængslende arkadespil kræver præcision, behendighed og koldblodighed. Kan du klare det?

<http://www.replacementdoes.com>



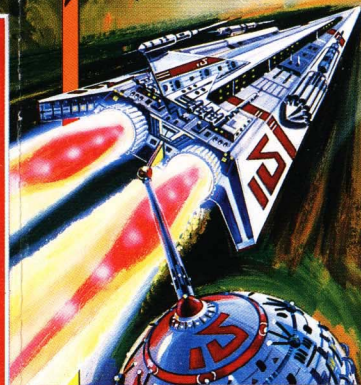
THRUST



AMSTRAD 464/
664/6128

SILVER
199
RANGE

AMSTRAD 464/664/6128



THRUST

FIREBIRD

THRUST

© 1986 JEREMY C. SMITH

THE GAME

The resistance is about to launch a major offensive against the Intergalactic Empire. In preparation for this, they have captured several battle-grade starships, but they lack the essential power sources for these formidable craft, Klystron Pods.

You have been commissioned by the resistance to steal these pods from the Empire's storage planets. Each planet is defended by a battery of 'Limpet' guns, powered by a nuclear power plant. By firing shots at the power plant, the guns can be temporarily disabled, the more shots fired at the nuclear reactor, the longer the guns will take to recharge. BUT BEWARE!! If you fire too many shots at the reactor, it will become critical, giving you just ten seconds to clear the planet before it is destroyed. If you have not already retrieved the pod stored at that planet, then you will have failed the mission. If you have retrieved the pod, and you manage to send the reactor into its critical phase, and leave the planet safely, you will receive a hefty bonus.

Further into the Empire's system, you will encounter planets with REVERSE GRAVITY and something even more deadly . . .

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.

2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464 + DISK OWNERS

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.

3. Hold down CONTROL and press the ENTER key.

4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad CPC

464 Manual.

PLAYING THE GAME

You can control your ship with the keyboard, using the following keys:

Z=ROTATE SHIP ANTICLOCKWISE	RETURN=FIRE
X=ROTATE SHIP CLOCKWISE	SHIFT=THRUST
SPACE BAR=ACTIVATE TRACTOR BEAMS/EXTERNAL SHIELDS	
COPY=PAUSE GAME	DELETE=CONTINUE
AFTER PAUSE ESC=ABORT GAME	

To collect a Klystron Pod, hover just above the pod, activate the tractor beam, and thrust away from the pod. When the automatic tow-bar has fixed to the pod, you can deactivate the tractor beam.

To collect fuel, hover above a fuel cell, and activate the tractor beam.

SCORING

DESTROYING A LIMPET GUN

750 POINTS

DESTROYING A FUEL CELL

150 POINTS

PICKING UP A FUEL CELL

300 POINTS

BONUS FOR MISSION COMPLETED

VARIES ACCORDINGLY

BONUS FOR DESTROYING PLANET

MISSION BONUS + 2000 POINTS

MISSION FAILURE

NO BONUS!!

A spare ship is allocated for every 10,000 points.

The game will end if (a) You die and have no spare ships

(b) You run out of fuel.

WARNING: Copyright subsists in all Firebird Software, documentation and artwork. All rights reserved. No part of this software may be copied, transmitted in any form, or by any means, hired or lent without the express permission of the publisher.

If this program is faulty, or fails to load, please return it to the address below CLEARLY MARKED 'RETURNS' and it will be replaced free of charge. This offer does not affect your statutory consumer rights.

Firebird Software, First Floor, 64-76 New Oxford Street, London WC1A 1PS
Firebird and the Firebird logo are registered trademarks of
British Telecommunications plc